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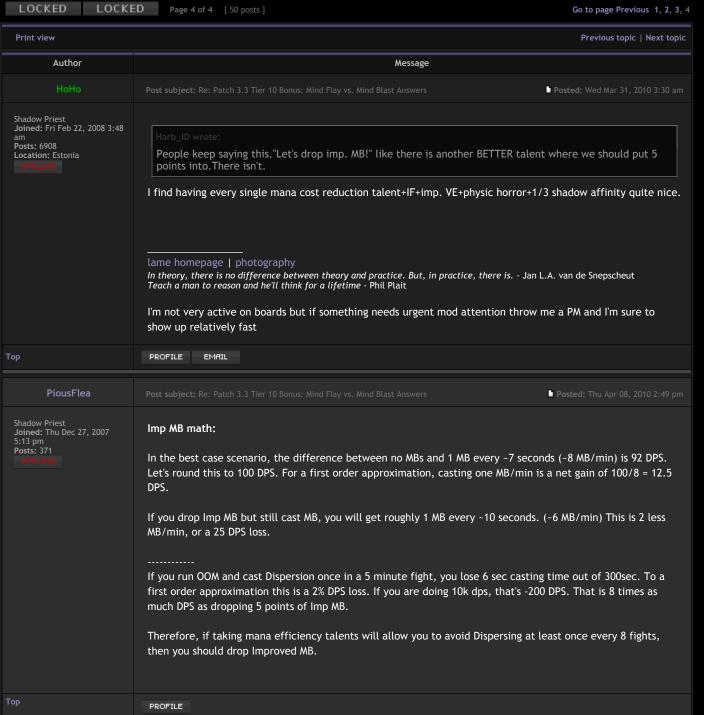
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PATCH 3.3 TIER 10 BONUS: MIND FLAY VS. MIND BLAST ANSWERS



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Nivan Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind F

■ **Posted:** Mon Apr 12, 2010 6:29 pm

Shadow Priest Joined: Wed May 20, 2009 6:02 pm Posts: 39

themuse wrote

There's some serious knowledge in this thread and i like it. Just to throw my two cents in:

First off, all the calculus and finding of derivatives and min/maxing stuff is pretty irrelevant if you're not in a proper spot to execute all of your hard-earned knowledge. That's probably the one thing I feel that people should understand and especially in threads like this where a just-enlightened player might say "Hey, this is what I read so I'm going to test it out" and next thing you know, you've died to Malleable Goo or something equally embarassing because they were trying to min/max instead of understanding that positioning provides the opportunities to max damage first. I'll leave it up to more knowledgable people like Griemak to enlighten you lot on the math, but I pretty much approach every raid from a movement perspective way before I begin to look at it from a damage perspective. If you find yourself moving too much or thinking about the mechanics of the fight, no amount of math is going to help you execute top damage.

With that being said, my personal belief is that it takes a near-perfect atmosphere (latency, fps, etc) and almost perfect execution to really see the DPS gain of dropping Mind Blast, and that's assuming equal uptime on all of your DoTs. Watching a video of someone like Shin or Muqq will show you that they've pretty much come to the same conclusion of "cast MB when it's convenient and otherwise spam the living crap out of MF." Muqq chooses to cast it after every VT refresh and Shin will do it as he sees fit. Does that necessarily mean that they're wrong in their assumptions of when to use it and are they a bad SP because of it? Not at all - they decided these courses of action on their own, and I feel that if you're an SP trying to make a name for yourself then you ought to ask yourself that question. "Mathematically I can finally drop MB from the rotation, but when might be good times to still cast it?" It's when you sit down on fights and begin to figure this stuff out on your own or communicate with someone to come to the best possible solution that you begin to really understand how you might min/max your DAMAGE. No amount of math will save you there - experience and knowledge will always outweigh it.

Summary: I like casting Mind Blast but Mind Flay is pretty sweet too so I push both buttons when I feel like it.

This sums it up very well. DPET, haste and spell power calculations can only go so far, and they're only truly accurate under perfect conditions standing still, and while the knowledge of the math behind the theories is relevant and cogent, take it with a grain of salt and incorporate it in a functional manner.

"LOL Flea said to (not/to) drop mind blast so that's what I do rite?"

Xiphid

PROFILE

Troll Shadow Priest - US Zuluhed, Horde

EMAIL

Тор

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

■ Posted: Mon Apr 12, 2010 7:58 pm



Shadow Priest Joined: Fri Jul 31, 2009 11:45 am Posts: 49 HoHo wrote

Harb_ID wrote

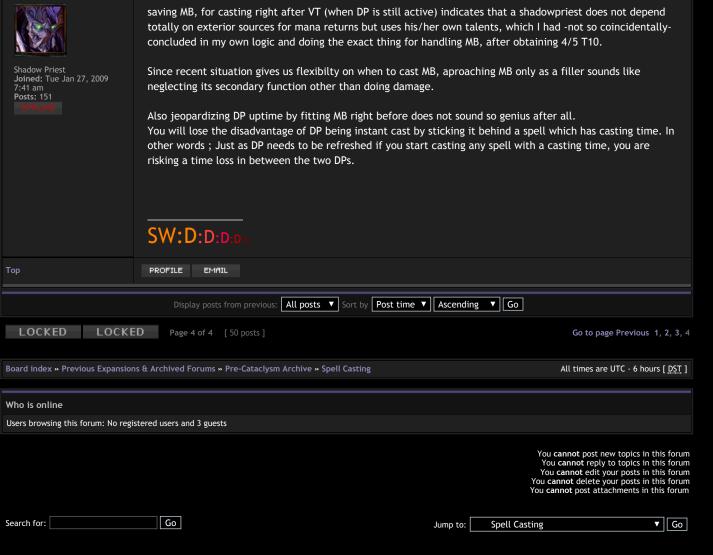
People keep saying this."Let's drop imp. MB!" like there is another BETTER talent where we should put 5 points into. There isn't.

I find having every single mana cost reduction talent+IF+imp. VE+physic horror+1/3 shadow affinity quite nice.

I went with this after I pulled aggro on deathwhisper and got myself dead.

Kalecgos - Trienish

Top PROFILE EMA



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